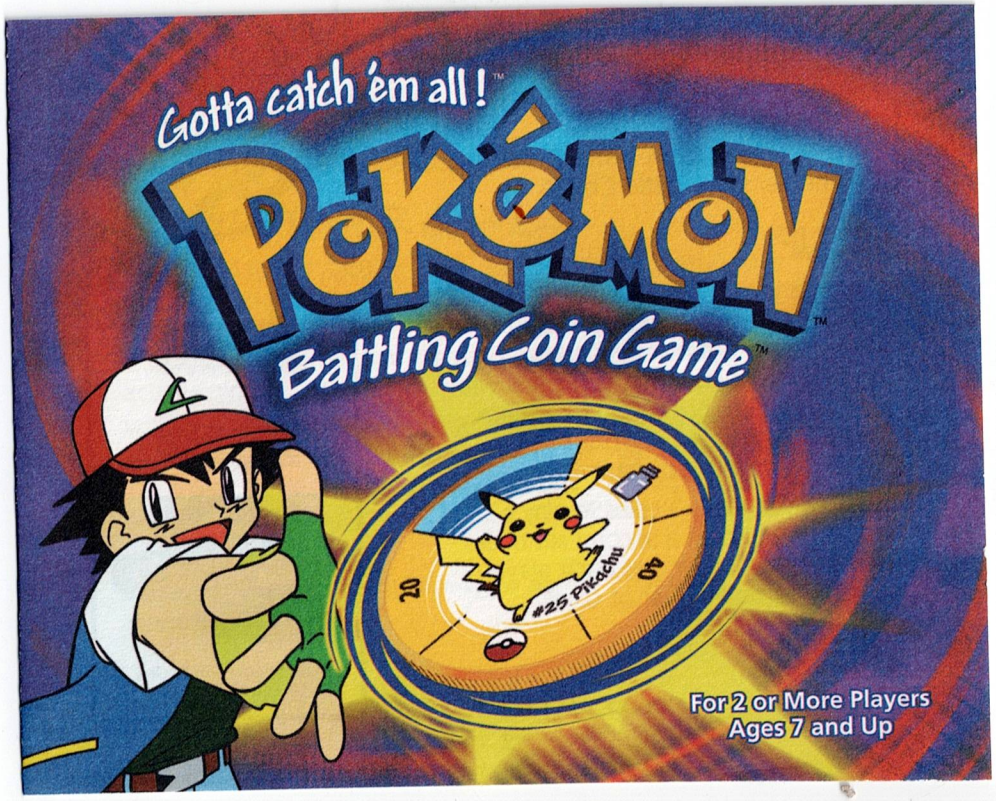
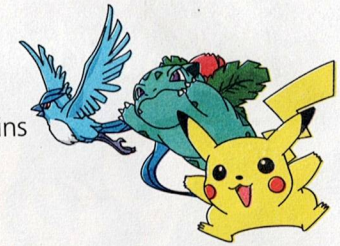

Gotta catch 'em all!™
POKÉMON™
Battling Coin Game™
#25 Pikachu
20
40
For 2 or More Players
Ages 7 and Up

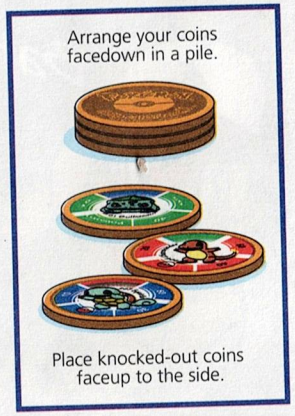
CONTENTS

- 3 Collectible Brass Pokémon™ Battling Coins
- Coinholder with Battle Charts



SETUP

- Arrange your coins in the order you think will help you win. (***Helpful Hint:*** It's better to put coins with Poké Balls on the top of your pile and coins with Potions on the bottom.) Place them in a pile facedown in front of you. These form your ***active*** Pokémon pile.
- Each player needs 3 coins to play a short game. If you own a second set of 3, add them — as long as each player has the same number of coins.



OBJECT

To knock out all your opponent's coins!

2-PLAYER GAME

- **Choose who goes first.** That player goes first until the end of the game.
- **Both players:** Flip your top coins over to reveal your battling Pokémon. Now spin them fast!
- **First player:** Stop your coin first with your index finger and move it slowly toward your opponent's spinning coin.
- **Second player:** Stop your coin and slide it slowly toward your opponent's so that both coins touch.
- **Both players:** Compare the coin's wedges where they touch and check the charts printed on the inside of the cardboard coinholder.

h.
touch and
coinholder.

If your coin wins: Use it again for the next battle.

If your coin gets knocked out:
Put it to the side. Flip over the next coin in your active pile and spin it to fight the winner's coin.

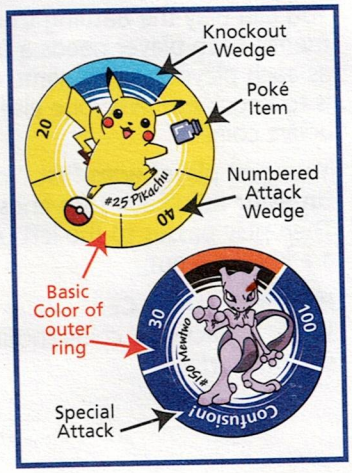
If neither coin wins:
Both players re-spin the same coins.

About Wedges

See the illustration: Every coin has an outer ring divided into 4 or 5 wedges. Each Pokémon has a basic color. Example: Electric Pokémon have mostly yellow wedges.

There are 4 types:
Knockout Wedges, Poké Items, Special Attacks & Numbered Attack Wedges.

See Battle charts inside the cardholder: They explain what beats what!



WINNING

Knock out all your opponent's coins, and you win!

MULTI-PLAYER GAME

You can play the Battling Coin Game with more than one friend! Each player needs a team of at least 3 coins, as long as each player has the same number. The object of the game is to knock out everyone else and be the last player with active coins.

Youngest player goes first. You always attack the player **on your left.** Each turn ends when a coin gets knocked out. Then play passes to the left until all but one player's coins are knocked out.

PLAYING SURFACE:
To spin effectively, coins should be played on a hard, smooth surface.

We will be happy to hear your questions or comments about this game.
Write to: Hasbro Games, Consumer Affairs Dept.,
P.O. Box 200, Pawtucket, RI 02862.
Tel: 888-836-7025 (toll-free).
Customers in Canada may call 450-670-9820.

PROOF OF PURCHASE

Official Nintendo Licensed Product

Gotta catch 'em all!™ Pokémon Battling Coin Game™

41409

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Ages 7 and Up

Gotta catch 'em all!™

Pokémon™

Battling Coin Game™

3 Different Coins Inside!
Which Pokémon Will You Catch?

Cool Pokémon Holograph on Every Coin!

41409

3 Different Coins Inside!

Collect 'em all!

Battle with Coin-to-Coin Spinning Action!

Spin 'em to battle ...

Stop 'em to see who wins!

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This package contains three coins—the minimum number you need to play against someone else. Package does not contain a compact disc.

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Battle Outcome Chart

Wedge	Action to Take
Knockout vs. Knockout	If one of your knockout wedge colors matches your opponent's basic color, you knock the coin out. If each knockout wedge matches the other coin's basic color, they knock each other out. If neither coin matches, you both re-spin.
Knockout vs. Poké Item	If knockout wedge color matches Poké Item coin's basic color, Poké Item coin gets knocked out. If it doesn't, use Poké Item.
Knockout vs. Special Attack	If knockout wedge color matches Special Attack coin's basic color, Special Attack coin gets knocked out. If it doesn't, use Special Attack.
Knockout vs. Number	If your knockout wedge color matches opponent's basic color, you knock the coin out. If it doesn't, opponent knocks you out.
Poké Item vs. Special Attack	See Poké Item Chart. Use Poké Item. Ignore Special Attack.
Poké Item vs. Number	See Poké Item Chart. Use Poké Item. Ignore number.
Poké Item vs. Poké Item	Both players re-spin.
Special Attack vs. Number	See Special Attack Chart. Ignore number.
Special Attack vs. Special Attack	Both players re-spin.
Number vs. Number	Higher number knocks out lower number. If it's a tie, both players re-spin.
Spinning a Line	If both coins touch on a line, re-spin. If your coin touches on a line, look at wedges to left and right of line. If **both** wedges will beat opponent's wedge, your coin wins. If **neither** will win, your coin is knocked out. Otherwise, both players re-spin.

Special Attack Chart

Attack	Action to Take
Hypnosis! Sing! Sleep!	You make your opponent's Pokémon coin fall asleep, so turn it to its lowest attack number. Now re-spin your coin. If the result doesn't knock out your opponent's coin, or if you spin this attack again, the sleeping coin wakes up and you both re-spin.
Bind! Fury! Wrap!	Your opponent's coin stays on the same wedge. You now have 3 spins to knock it out. If none of your coin's wedges can beat your opponent's current wedge, you are automatically knocked out. If you can't knock out your opponent's coin with your 3 spins, your coin gets knocked out.
Confusion! Poison!	Your opponent's coin returns facedown to the bottom of his or her active pile. If it's your opponent's last active coin, it gets knocked out.
Dream Eater!	You knock your opponent's coin out and return one of your knocked-out coins to the bottom of your active pile.
Boom!	Your coin self-destructs! Both coins are knocked out.
Transform!	Your coin changes into your opponent's coin! Use the highest number on your opponent's coin as your own attack number!

Poké Item Chart

Item	Action to Take
Poké Ball	You may switch your current Pokémon coin with any other coin in your active pile. Reorder the pile if you want. Both players now re-spin. If this is your last active coin, ignore this action — both players re-spin.
Potion	Return one of your knocked-out coins to your active pile, facedown. Place it anywhere in the pile without looking at the other coins. Then both players re-spin. If you don't have any knocked-out coins, you both re-spin.
Double	DOUBLE any number that comes up in your next spin. Both players now re-spin, and the battle continues. If you spin 2x again (and aren't knocked out), your original 2x attack is wasted and both players re-spin.

Pokémon Type Chart

Fire	Grass Bug
Fighting	Flyin
Electric	Water Ice
Normal	Psychi Drago
Ground & Rock	Poison Ghos